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RUBEN FARRUS

GAME DESIGNER

Creative · Communicative · Proactive

EXPERIENCE

RELENTLESS SOFTWARE

Game Designer
March 2009 to present
Brighton, UK

- Created all the content of *Blue Toad Murder Files*, a murder mystery game for PSN: 72 puzzles and 18 quizzes
- Maintained the design documentation: Wiki of the project, progression diagrams and puzzle mockups
- Evaluated focus and usability tests and proposed achievable solutions to the issues detected

ELECTRONIC ARTS

Game Designer Intern
Summer 2008
Montreal, Canada

- Developed two playable prototypes for an unannounced AAA IP for PS3/Xbox 360
- Researched physics engines and evaluated their suitability from a gameplay perspective
- Pitched multiple original ideas for the New IPs Team

CODEGLUE

Gameplay Programmer Intern
Summer 2007
Rotterdam, Holland

- Worked on *Rocket Riot*, an XBLA side-view shooter published by THQ
- Programmed core gameplay elements such as single-player modes, weapons, power-ups and HUD

EDUCATION

2007–08
Montreal, Canada

Master's in Game Design

Université de Montréal / Campus Ubisoft

2001–06
Barcelona, Spain

Computer Science

Universitat Ramon Llull

2001–06
Barcelona, Spain

Multimedia

Universitat Ramon Llull

SKILLS

TECHNICAL

- Prototyping: Unity 3D, Virtools, 3ds Max, Photoshop, Office
- Programming: C++, C#, XNA, Java, Javascript
- GUI design and usability

INTERPERSONAL

- Team player
- Positive can-do attitude
- Adaptable to strict time and resource constraints

LANGUAGE

- Fluent written and spoken English and French
- Native Spanish and Catalan

OTHER

- Permanent Resident in Canada

INTERESTS

Traveling, "couchsurfing", gaming culture, football, Lego, media and modern art, psychology and sociology